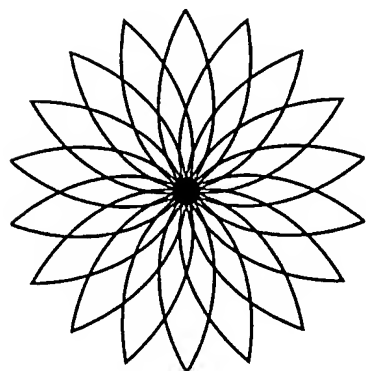


It was easy for us to trace the outline of this fishbowl.

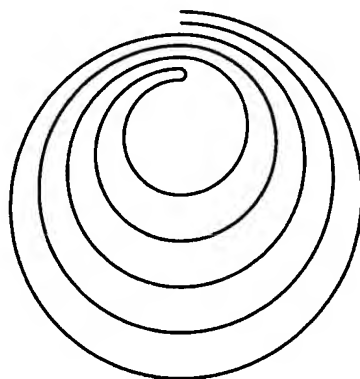
Notice how we were able to click one point after the other right on our path. We didn't have to fight with points that were on a line outside of the curve, and guess how they would affect the curve.

Also, without even pressing a key we could make changes to the current segment while we were drawing. We had a choice of five different drawing methods for both, the general curves and the conics, so we could choose the method that best fit our style.

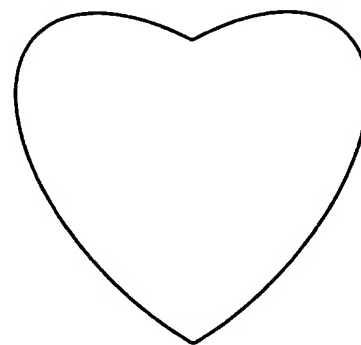
We were then able to make our tracing into a path so that we could change the background or do anything else that you could do with a Photoshop path.



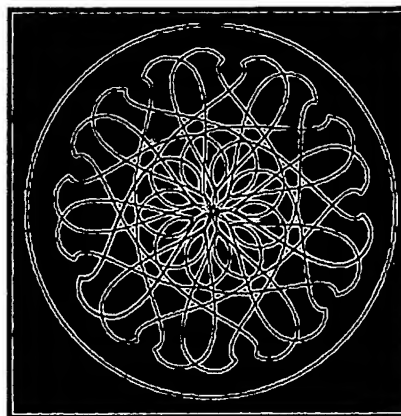
With the click of a button, we could repeat curves with an automatic constant angle change that we set in the measurements palette. That's how we easily made this design.



With circular arcs we created custom spirals and made them the basis of our design. We found that we could put a circular arc in our drawing anytime we wanted to and then switch back to our regular curve.



We drew a perfect heart using conics. Conics have a better shape than the normal curves used in drawing. With the click of a button we made a reflected curve to complete this drawing.



Design by Ken Seehof made with Ananya Curves

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Do you want more control when drawing and tracing with curves, and less rework?

1) Ananya Curves are easier to learn, because all control points are directly on the curve. You shape the curve by touching the curve, not by dragging lines that are outside the curve.

2) Ananya Curves are faster to use. We found that they allow experts to make drawings and tracings two to three times faster. For beginners the advantage is even greater.

3) Ananya Curves virtually eliminate rework, because of the control that they provide. When necessary, even rework is faster.

For these reasons, Ananya Curves will become the standard for the industry.

Tracing and drawing with ease ** Here's the secret**

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